

Witcher Signs | Heroes of Erissan dnd5e Homebrew Wiki

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Witcher signs are simple spell-like magicks designed to aid Witchers in supernatural combat.

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1st level Signs

Blasting Force

As a bonus action, unleash a blast of force in a 15 foot cone. Creatures in that area must make a strength save. If they fail the save, you may choose to either push them back 10 feet or stun them until the end of your turn. This Sign can demolish most doors and thin walls in a 5 foot square. Using this Sign with a higher level slot increases the knockback by 10 feet.

Timely Ward

As a reaction, throw up a hasty ward. Using this sign reduces triggering damage by 1d12. Using this Sign with a higher level slot increases the reduction by 1d12 for each slot level above 1st.

Guided Strike

As part of an attack, guide your strike with magical energy. Add 1d4 to the attack and damage roll of the chosen attack. Using this Sign with a higher level slot increases the die to 1d6, 1d8, 1d10, or 1d12 for a 2nd, 3rd, 4th, or 5th level slot respectively.

Primal Challenge

As a bonus action, magically challenge a creature you can see within 30 feet, forcing it to make a wisdom save. On a failure, it has disadvantage on all attacks it makes against anything other than you for up to 1 minute while you concentrate.

2nd level Signs

Sun Metal

As a bonus action, imbue a melee weapon you hold with sunlight. For up to a minute while you concentrate, the targeted weapon sheds light as per a *light* spell and deals an extra 1d4 radiant damage on a hit. Using this Sign with a higher level slot increases the damage die by one, for 1d6, 1d8, or 1d10 for a 3rd, 4th, or 5th level slot, respectively.

Hunter's Gaze

As a bonus action, channel divination magic into your sight. Until the end of your turn, you can see all magical auras as per *Detect Magic* and all living creatures (including undead) outlined in a gentle blue glow out to 60 feet. You know the creature type of creatures outlined in this way. Using this Sign with a higher level slot increases the range by 60 feet per slot level above 2nd.

Strategic Hex

As a bonus action, put a minor hex on a creature within 30 feet of you. That creature must make a wisdom save. On a failure, they have disadvantage on the next saving throw they make against you or your allies.

3rd level Signs

Primordial Rebuke

As part of an attack, channel stormy energy into your weapon. On a hit, the chosen attack deals an extra 3d8 lightning, thunder, or cold damage (your choice). Using this Sign with a higher level slot increases the extra damage by 1d8 for each slot level above 3rd.

Major Ward

As a reaction to taking damage, conjure a hasty ward around you and nearby allies. The triggering damage is reduced by 3d10 for you and any allies within 5 feet of you. Using this Sign with a higher level slot increases the damage reduction by 1d10 for each slot level above 3rd.

Mighty Leap

As a bonus action, fling yourself through the air up to 30 feet. If this leap is immediately followed by a melee attack, that attack has advantage and deals 2d6 extra damage of its type. Using this sign at higher levels increases the distance by 10 feet and the damage by 1d6 for each slot level above 3rd.

4th level Signs

Drain Vitality

As a bonus action, imbue a melee weapon you hold with vampiric energy. For up to a minute while you concentrate, the chosen weapon deals an extra 1d6 necrotic damage. Whenever this damage is dealt, you regain hit points equal to the amount of damage dealt.

Mageslayer's Parry

As a reaction to being targeted with a spell, ward yourself with special absorbing magic. If the triggering spell is 4th level or lower, ignore the effect of it and regain 4 levels of spell slots in any combination. If the triggering spell is 5th level or higher, make a spellcasting check against the caster's DC. On a failure, you experience the spell as normal. On a success, you absorb it's magic, ignoring its effects and regaining a number of slot levels equal to the spell's level.

Vital Strike

As part of an attack, use divination magic to glimpse the target's weaknesses and strike where it hurts the most. On a hit, treat all damage dice as if they rolled their highest number and the target creature is knocked prone.

5th level Signs

Witcher's Quarry

As a bonus action, mark a creature you can see. For as long as you concentrate, you know where that creature is and have advantage on all attack rolls against it. Whenever you make an attack against the marked creature while concentrating on this Sign, advantage means rolling three dice and choosing the best result.

Battlefury

As a bonus action, imbue yourself with supernatural strength and stamina. Whenever you make an attack with a weapon, make 1 + the normal number of attacks you would normally be able to make. Attacks made while this Sign is active score a critical hit on a roll of 19 or 20. Additionally, at the beginning of each of your turns, you get a number of temporary hit points equal to your wisdom modifier + your proficiency bonus. This Sign lasts for up to a minute while you concentrate.